

**KILLER STRATEGY.
KILLER INTELLIGENCE.**

PC CD-ROM



KKND2

KROSSFIRE



Melbourne House

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MINIMUM SYSTEM REQUIREMENTS

- **Operating System:**
Windows '95, Windows '98, or Windows NT 4.0
- **CPU Type & Speed:**
Pentium 133MHz or faster
- **Hard Drive Space:**
100MB Disk drive space (additional space required for DirectX 5, save games, and Windows swapfile)
- **Memory:** 16MB RAM
- **Graphics:**
2MB DirectX compatible video card
- **Sound Card:**
DirectX compatible digital sound card
- **CD-ROM Speed:** 4X CD ROM
- **Other Requirements:**
Keyboard, Windows-compatible mouse

Recommended

- **Pentium 166MHz or faster CPU**
- **32MB RAM**

Supported

- KKND Krossfire supplies you with 2 CDs, one containing the installation and Survivor missions, the other containing the Series 9 and Evolved missions.
- Multiplayer games can be played using either CD.
- 2-8 player network support using IPX network protocol (high performance systems recommended)
- 2 player modem play with Windows-compatible, 14.4 kbps or faster modem
- 2 player serial play using null modem cable
- 2-8 player TCP/IP (Internet) play

INSTALLATION

Installation of KKND Krossfire should be a fun and wacky time to be had by all. Or at least quick and painless so that you can get in there and kill things NOW!

- Exit all other Windows programs.
- Insert the KKND Krossfire CD into your CD ROM drive
- If you have AutoRun set as part of Win95 Setup, you'll be taken to the install screen. You'll go to a fuzzy TV screen graphic. Click Install. If you don't have AutoRun active, then click on your Win95 START button (bottom left of your desktop), click RUN, then click BROWSE. Make sure your CD drive is selected in the 'Look in' window, then select the file called SETUP.EXE. Then click OK. Okay?
- Follow the instructions given, selecting the directory and program folder where you want KKND Krossfire installed
- A Note on DirectX: KKND Krossfire requires DirectX 5.0 or higher to run. The install program will ask you if you wish to install it. Say yes, unless you have a higher version already installed.
- At the end of the install process, you'll be asked if you want to check out the README.TXT file. This file contains updated information that didn't make it to this manual.
- Finally, hit RUN to start playing! You're away!



TO PLAY KKND KROSSFIRE

If you've used all the defaults during the install process, you'll find the KKND Krossfire icon in your START menu under \Programs\Melbourne House\KKND Krossfire. It's the one with the little KKND Krossfire graphic next to it. Click it, then hit the 'Play' button, and you're away!

Backstory

A BRIEF HISTORY OF WAR

Let's get you up to speed. 100 years ago, a nuclear war totalled the planet, leaving only two groups of people alive. Of these people, half scuttled underground, avoiding radiation, and formed the Survivor army. The other half stayed on the surface, mutated like CRAZY, tamed some freaky beasts and called themselves The Evolved. In 2140, they fought for ownership of the surface, and another two splinter groups fled this war – cowardice or 'going for reinforcements'? You be the judge. It's now 2179, and both groups have met on the surface to fight for it again, only to find a third army also wants some action. Those crazy kids!



SURVIVORS, IN BRIEF

Agoraphobia got the best of the military types, and they cowered underground for 40 years after deserting the First Surface War. Today, they think they're finally over it, and it's time to retake the surface in the name of the 'true humans', as well as try out their weapon enhancements. They're now called the New Survivors. But the mentality hasn't changed a bit.

EVOLVED, OUT OF BRIEFS

They've had 40 more years to evolve in a radioactive environment, so they look almost as twisted as their new animals. They still believe that the first war was caused by The Scourge, angry gods punishing humans for shunning and destroying nature. It is the duty of The Further Evolved to prevent the Survivors taking over, for fear of even greater wrath. The Further Evolved have gone back closer to nature, shunning the vehicles used by their ancestors. Nature or nut-hin! Except for the guns, of course...

SERIES 9

The agricultural robots are new to the war, but their motive is as old as they come. Revenge. Nine series of robots were invented before the



Great War to perform menial tasks. Series 1-4, citybots, were annihilated along with the cities targeted by the Great War's bombs. The fallout from those bombs killed crops and sterilised soil far away where the Series 9, agricultural robots, were working, safe from the blast but not the after-effects. Their circuitry fused, they destroyed Series 5-8 out of spite (and lunacy) and plotted revenge on the humans who ruined their livelihood. In 2140, from a distance, they observed the Survivors and Evolved warring and realised that their pitchfork weapons weren't gonna cut it. They spent an extra 40 years developing a more 'military' approach. They're quite pleased with the results. Revenge will indeed be sweet.

END OF STORY.

Now go out there and blow things up!

Main Screen

Options! Express your democratic right to choose!

SINGLEPLAYER GAME

Shuttles you off to start deciding what single player mission you want. See 'Single Player Gaming' below to find out more.

MULTIPLAYER GAME

Shunts you off to the Multiplayer section. See 'Multiplayer Gaming' later on.



LOAD GAME

Throws you at a screen where you can pick up a mission where you left off (double click the mission name or single click, then click 'Load'). The Delete button clears the selected game slot of the contained game.

CUSTOM MISSIONS

KKND Krossfire allows you to create your own, custom-made missions, as well as to download other people's missions from the internet. You can adjust practically everything: background graphics, their attributes, unit placements – even mission completion criteria. Check out the file CUSTMISS.TXT on the KKND Krossfire CD for the details on making your own missions.

UNIT EDITOR

Propels you to the Unit Editor, where you can fiddle with the stats of all the units in a multiplayer game. See under the 'Unit Editor' section for the inside story.

OPTIONS

Transports you to the main options screen. And the options are:

- **Fog type:**
Choose the degree of fog you'd like (see under 'Visibility' for details).

- **Smart Select:**
On or off. See 'Selecting' for the meaning of this.
- **Hints:**
Hints can pop up at the start of Single-player missions, if you choose so here.
- **Sound Volume:**
Slide it to set the volume level of the sound effects.
- **Music Volume:**
Slide this one to set the volume level of the music.
- **OK:** You feelin' happy with everything? Hit the OK button.

QUIT

Go on. Hit it. You'll leave the game and all this work will be for nought... <sob>... no, just do it, we'll be okay... <sniff>...

In-Game Options Screen



When you're happily in the game, you might still want some choice. Choice is good. Hitting the ESC key or clicking the Options button (at the bottom of your sidebar) will throw you into the In-Game Options menu:

- **Options:**
Your first option is more options! Here's what you can pick here:
- **Smart Select:**
On or Off. See 'Selecting' for details.
- **Wait at Waypoints:**
If it's on, your group will wait at each Waypoint for all its slower numbers to catch up before proceeding. See under 'waypoints'.



- **Sound Volume:**
Fiddle with the Sound Effects volume.
- **Music Volume:**
Ditto on the Music volume.
- **Scroll Speed:**
Sets your scroll speed for the cursor keys and the Left Mouse Button (ie. your standard scroll speed).
- **Fast Scrollspeed:**
Your Right Mouse Button allows you to rapidly scroll over the map. This slider sets the speed of this.
- **Gamespeed:**
Sets overall game speed, affecting construction times, unit speeds, things like that.
- **OK:** Okay?
- **Save:**
To Save your game position, click this button then either double click on a save slot or click once then click the Save button. Done! Your game details (name, time of save) will occupy a slot. You can click an occupied slot and you'll be prompted to confirm whether you want to replace the current game in that slot with the new one. Click yes to do so.
- **Load:**
See 'Load Game' above.
- **Restart:** Restarts your current mission.
- **Briefing:**
For an even briefer brief, click this. It'll restate your mission objectives in text form.

- **Help:**
Click this to scroll through all the keyboard and mouse commands used in KKND Krossfire.
- **Return:**
Drops you back to the game. ESC does the same thing.
- **Quit:**
Fires you back to the main screen.

YOUR OBJECTIVE

Well, it's like most wars. Your objective is to own EVERYTHING... to own... THE WORLD! (insert maniacal laughter here). You go about this by selecting an army to join, then annihilating everything that doesn't wear the same colours. More specifically, you gather resources, using them to produce your own buildings and units to fight and remove the enemy's buildings and units on each territory. There's a bit more to it than that, and you'll find out the finer points during the mission briefings you'll receive before you're sent out into the battle zone by commanders who never go anywhere near them. War! Who'll ever understand it?

COMMANDS & SHORTCUTS (A SUMMARY)

Here are the main commands and shortcuts for playing the game. The full list appears in Appendix A: Commands and Shortcuts.

LEFT MOUSE BUTTON

The Left Mouse Button is mainly responsible for Selecting, Moving and Attacking. See under each of these sections for details. Here's a brief list:



- **Selection/Status:**
Click individual units or drag select a bunch of 'em. They'll be selected, and you'll see

their status bars (hit points, veteran level, group number, etc)

- **Add to selection:**
Shift + LMB. Adds a unit to an existing group.
- **Move:**
See under 'Moving' for the multiple moving options.
- **Attack/Force Attack:**
See under 'Attacking' for the multiple attacking options.
- **Set Waypoint:**
For issuing multiple orders. Hold Shift and click. See under 'Waypoints'.
- **Issue Special Orders:**
See under 'Bossing Things About: Special Orders' for such orders as Defend, Repair, Enter, etc.

RIGHT MOUSE BUTTON

- **Fast scroll:**
Position the cursor in the main play area, hold this button and move the mouse. It scrolls fast! Hence the name.
- **Deselect:**
Right click on anything that's not a unit or building and you'll deselect the current selection.
- **Cancel Production:**
Click on a production button to cancel a unit/building's production.



KEYBOARD

Here are some of the main keyboard shortcuts.

- ALT+ENTER:** Toggles between Full Screen and Window View.
- CTRL + [0-9]:** Stores selected units/buildings for quick retrieval. The number key becomes a shortcut to selecting that group of units/buildings.

- [0-9]:** Restore group selection. (Stored group will be selected)
- ALT + [0-9]:**
Restore group and centre screen on group
- CTRL+ drag select:**
Overrides Smart Select (if active), so Tankers, buildings and Technicians will be included in that particular drag select.
- HOME:** Centre view on your main building (eg. Outpost). To view your other main buildings (if any), repeatedly click the HOME key.
- CTRL + [F5 - F8]:**
Store screen position. (See under 'Visibility')
- F5 - F8:**
Recall stored screen position. (Also see under 'Visibility')
- ESC:** (During a game) Brings up the in-game options menu.
- TAB:** Open/Close Minimap
- ~:** Toggles Minimap between top left and bottom left corners.
- SPACE:** Cancel current orders on selected units (they'll just stop!)
- ?:** (Technically, it's the / key). Activates unit information label for the next unit or building the cursor hovers over.
- ` ^ a _:** Scroll the view
- BACKSPACE:**
Recall last selected group
- S:** Stand Ground. Units will stay put, even if fights break out around them.
- D:** Disperse. Selected units will scatter away from the selected area.
- F:** Fight. Selected units will aggressively seek and attack any enemy unit within visual range.
- G:** Guard. Selected units will stick by the Guarded unit, defending it if it gets attacked.
- M:** Multiplayer message. See under 'Multiplayer Gaming' for details.
- +/-:** Increases/Decreases Game Speed. (Technically, it's the - and = keys).

VISIBILITY: SEEIN' STUFF

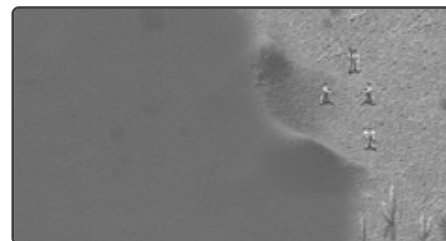
When it comes to seeing stuff in KKND Crossfire, you got options. Some units, buildings and terrain can affect what you see and how you see it, and there are other visibility options that you pick yourself. Let's get into it.

FOG OF WAR/SHROUD

A Shroud (in KKND terms) is a black area on the map, representing an area your units haven't yet explored. Fog of War is a stippled map overlay representing an explored area no longer in the visual range of any of your units or buildings. Under this 'Fog' only the terrain is visible, not enemy buildings or units.

LINE OF SIGHT

At ground level, visibility is not always as good as it could be. A unit's line of sight can be obscured by trees, cliffs and plenty of other things. This is represented in KKND Crossfire by the Fog or Shroud remaining active in a unit's visual range if that unit technically can't see past an obstruction or over the top of a cliff.



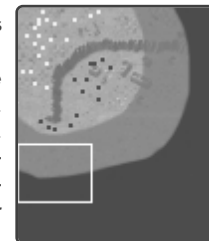
MINIMAP

The Minimap is a miniaturised version of the map. Not many surprises there. It gives you a quick overview of the surrounding area. Here's what you need to know:

- **Getting it**
Your main building (eg. Clanhall) starts at Tech Level 0. Upgrade it once and your

Minimap On/Off button appears near the bottom of your sidebar. Click it (or hit TAB) to see the Minimap, click it again to hide it.

- **Upgrading it**
Upgrading your main building also upgrades your Minimap. At Tech 1, the Minimap shows terrain and friendly units; Tech 2 gives you enemy units as well; Tech 3 extends the radar range from your main building.
- **Understanding it**
Here's what it looks like.
The black areas are Shroud (see above). Grey areas are Fog. Coloured dots represent units or buildings, their colour showing their team. When you are under attack, you'll see little flashes of red on the Minimap to point to the action. Some units appear to appear and disappear under the Fog. See Radar below for an explanation.



- **Moving it**
The tilde (~) key toggles your Minimap to the top left or bottom left corners of your screen so the Minimap isn't in the way.
- **Scrolling it**
If the main playing area is quite large, the Minimap won't fit it all in, so you'll need to scroll around inside it. You can position the cursor to an inside edge of the Minimap and click repeatedly to move in that direction, or you can scroll around the larger map (left or right mouse buttons or cursor keys).

RADAR

Radar, in KKND terms, is a visual aid allowing your Minimap to spot units and buildings under the Fog of War (so don't worry yourself with it if you've got your Fog option switched off!) Here's how Radar works:

• Getting It:

Radar can appear in two forms. Firstly, your main building (eg. Barn) issues a radar field when upgraded to Tech Level 3. And secondly, a Radar turret can be strapped to a Constructible Unit to form a mobile radar unit (see Constructible Units below).

• Understanding it:

Something equipped with radar will have a regular visual range, completely exposing all terrain around it, but will also have a radar range. This radar range is represented by an area of Fog around the visual range. And not only that, but this 'radar fog' will expose enemy units and buildings (in a pulsing, sweeping pattern) on the Minimap. Note that this won't pick up Constructible Units equipped with Radar Jam (see below).

• Jamming it:

There are two ways to prevent a unit showing up on enemy radar, Radar Jam (available to all armies) and Stealth (Survivors only). Both these are available as extras in the Constructibles menu. A vehicle equipped with Radar Jam will not show up on enemy radar. One equipped with Stealth will not only be invisible to radar, but will generate an aura of radar jam (sticky stuff, you'd think), so that nearby units will also be hidden from radar scanners.

• Special Note:

You want mobile, aerial radar? Load a radar-equipped vehicle into an aerial transport!

SHORTCUTS TO MAP AREAS

Though the Right Mouse Button held and dragged is a great way to get around the map quickly, a few other ways exist. And here they are:

• Minimap Clicking:

To instantly cut to a distant area that's visible on your Minimap, simply click on it in the Minimap. Whoa!

• Bookmarking:

You can 'bookmark' screen positions, which means storing screen positions as shortcuts attached to keys. This is handy for quickly ducking back to secondary camps or areas of interest (oil setups, enemy camps, etc). You can set up four bookmarks. When you are on the desired map position, hold CTRL and hit a function key (F5-F8). After this, simply hitting that function key will display that map area. Cool!

• Home Key:

The HOME key will centre the screen on your main building (eg. Outpost). Repeated clicking will cycle through other Outpost type buildings, if you have them.

• Stored Groups:

If you've stored groups into number keys (see Storing Groups below), then you can recall the group and centre the screen on them by holding ALT while hitting the group's key number.

SELECTING STUFF

You gotta get people's attention before you can get them to do stuff for you. Here's all you need to know about selecting units and storing groups.

SELECTING

There are two basic ways to select units. You either click on an individual unit or building, or you click and drag a selection box around a number of units, then let go, thus sel-

ecting all units contained. The only exception to the latter is when Smart Select is active. See below.

ADDING TO SELECTIONS

To add a unit to an existing selection, hold SHIFT and click on the unit you wish to add.

DESELECTING

To deselect, click the Right Mouse Button anywhere on the map that isn't a unit or a building.

STORING & RETRIEVING GROUPS

You may wish to store a unit, group or building somewhere, so you can access them quickly and easily when the heat's on. Easy! To store something, first select it, then hold CTRL and press a number key (0-9). It'll be stored in that shortcut key, and the number of the key will be applied to all the status bars of the contained units. To retrieve that selection and make it the current selection, simply press that number key.

SMART SELECT

Okay, so you're under attack and you've clicked and dragged everything in your camp to go fight. And what happens? You notice that your unarmed Tankers and Technicians have run off to get killed, and you've selected your buildings for no readily available reason. Solution? Turn Smart Select on in your in-games options menu (hit ESC)! With Smart Select on, Tankers, Buildings and Technician-types are ignored by drag selections. Note that you can still click on these units individually, and you can make them selectable on a one-off basis by using the Override feature detailed below.

OVERRIDING SMART SELECT

Although Smart Select can be turned off completely via the in-game options menu (hit ESC to access it), there are times where you'll want everything to respond to a drag selection, just this once. Holding CTRL and performing a drag select will include all units in that selection. Okay?

STATUS BARS

Status Bars appear over units and buildings when they've been selected. Since they're a few different types of Status Bar, you might need a quick run down. So here we go:

Here is a list of all the information that could possibly be contained in a Status Bar:

• Health level:

This is the coloured bar inside buildings, units and vehicles/animals. It changes colour and size as the unit takes damage or heals.

• Oil level:

A blue bar showing how much oil is contained in the unit or reservoir.

• Tech Level:

Shows the Tech Level of a building. Yellow indicates current Tech Level, black indicates room for further advancement, and red indicates Tech Levels unavailable at this time (the Global Tech Level limit).

• Capacity Slots:

Shows the capacity of transport units. Yellow shows slots filled, black shows slots available.

• Veteran Status:

Represented in the Status Bar's border of infantry and vehicles/animals. Grey border represents inexperience, blue border signifies a first level veteran, red border indicates a top level veteran.

• Group Number:

Displayed below the Status Bar. Shows the group's number (ie. the key where its shortcut has been stored)

BOSSING THINGS ABOUT

And here's a list of what has what:

- **Infantry/Vehicles/Animals:**

Health Level, Veteran Status, Group Number



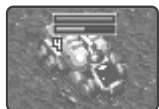
- **Buildings:**

Health Level, Tech Level, Group Number



- **Oil Tankers:**

Health Level, Oil Level, Group Number



- **Transports:**

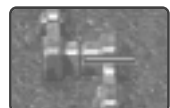
Health Bar, Capacity Slots, Group Number



- **Oil Puddle:** Oil Contained



- **Walls:** Health Level



BOSSING THINGS ABOUT

Being a Commander is all about, y'know, commanding. You've gotta be able to direct your units all over the place so that they can risk getting killed instead of you. Ah, war. It's a funny ol' game. Here's all you need to know about shuffling units about.

Moving

BASIC STUFF

To move something, select it, then click on a valid area of terrain. You'll know it's not valid if you see a NO GO cursor. No go areas are holes in the ground, stuff like that. Note that you can really map out which way you want a unit or group to get to a destination. That's covered under Waypoints below.



TERRAIN (& NO TERRAIN) EFFECTS

There are a few things you'll need to know about terrain.

Trees: Only infantry can move through trees.

Roads: Roads allow units to move more quickly than on unflattened terrain.



Water: There are three types of water, although they're sneaky and look identical. Shallow water allows all units (including infantry) to cross, Medium level water allows infantry and amphibious units only, and Deep water will only allow amphibious units across. This, of course, assumes that there's a nice flat shoreline to enter the water – no jumping in the pool!

BOSSING THINGS ABOUT



Air: Air units, available at higher Tech Levels, can be ordered about like any other unit. They fly over all terrain, but will attempt to land on the nearest piece of flat ground when they reach their destination. If directed to attack, they will do so, then return to the last point they touched the ground.

MOVING WITH ANGER

If you want your units to get from point A to point B as fast as you can without getting distracted, just click a destination on the map. If, however, you want them to smack up anyone they come across in their travels, then hold CTRL and hit the destination point. They'll walk, but they'll walk with attitude.

Attacking

THE REGULAR KIND

Simple ol' attacking's easy. Select your group, position the cursor over the enemy unit or building you want attacked (the cursor will become the attacking cursor), and click with the Left Mouse Button. Your units will attack to the best of their ability, attacking all units around that area when they're done. Easy.

FORCE ATTACK

There'll be times when you want to shoot up a weakened bridge, or just attack an area of ground to set up a nasty 'firewall'. Or heck – you might decide that now's the right time to blow the crap out of an ally. Or maybe you've gone war crazy and you wanna shoot your own units or buildings. Who can explain what happens out there? Anyway, to perform a Force Attack, hold ALT, position the cursor over the desired target, and hit the Left Mouse Button. Kaboom!

And by the way, to stop your unit Force Attacking, select it and hit the SPACEBAR, which cancels orders.

SHOOTING BIRDS (GROUND TO AIR ATTACKS)

Shooting aerial targets from the ground is the same as regular attacking, except that only a few units can do it. And those units are specifically anti-aircraft units or they're long-range units who can easily aim at the sky. These units are: Anti-Aircraft Constructibles, Anti-Aircraft Towers, other fighter aircraft, and Rocket Launcher infantry (or equivalent). Of course, if an aerial unit lands, then all units can go bananas at it!

ARTILLERY

Artillery units (created as Constructible Units) can shoot big distances and do big damage. They have a minimum range (so help them out if units get too close), but they have a delightful maximum range.

FIGHT ORDER

The Fight order, or the 'Bully Patrol' as we like to call it, sets up your units to just go out wanderin' and pickin' fights. The units will immediately look around for any enemy units in their visual range and go smack up the ones they're best at smacking. See more about Special Orders below.

CLIFFS

A special note on cliffs is required here: All units can shoot down 'em, but only the Artillery Constructible units can shoot up 'em. So secure the tops of cliffs for some safe, deadly action. And keep away from the bottom of them if the enemy's likely to have taken the high road.



Waypoints & Marshalling Points

WAYPOINTS

The units in KKND Krossfire have developed better memories, and can now remember up to 9 orders to complete in order. These orders are called Waypoints. Usually you'll be using Waypoints to mark out specific paths for the units to take (for example, an aerial unit might be given a path that avoids Anti-Aircraft towers to get to its destination instead of taking the shorter, more dangerous, direct route). Sometimes, though, you'll give the units orders on the way, like "Go here, fight whatever you see, return to base for repairs, then return to your starting point". To find out how to set Waypoints, keep reading.

Setting Waypoints

To set such Waypoint orders, select the units, hold SHIFT and click out their path. A dotted line will display their path. For orders such as "get repaired", you'd click on the Repair Bay as one of the steps. For a harassment order, you might hit the F (fight) key after selecting a destination point.

Patrolling

Patrolling means a unit or group will travel around in a continuing loop until an enemy comes near, then they'll attack it. To set up a loop, set up a path of Waypoints, then click the final destination point back on one of the others. The Waypoint path turns red, and the units will begin their 'Marchin' up 'n' down the square'.

Changing Waypoints

To change a set of Waypoints, select the unit or group again, hold SHIFT and map out the new set of orders.

Wait at Waypoints

This is an option available in your in-game menu, designed for slow units. If 'Wait at Waypoints' is active, your units will stop at

each Waypoint until all the members of the group have caught up, and only then will they wander off to the next Waypoint.

Marshalling Points

Units usually hang out the front of their creation building, but sometimes you'll want your fighting units to head straight into battle. To set this up, click on the relevant creation building, hold SHIFT, and click out some Waypoints describing your desired path. New combat units will follow this path upon creation. To cancel this, select the building and hit SPACE (cancel orders).

Order List

To inflate your ego as supreme commander of the war, you now have more orders you can lay on your poor little units. The Keyboard commands are listed with the descriptions below, and they also appear, along with all Keyboard and Mouse Commands, under the 'Help' button in the in-game options menu.

- S:** Stand Ground. Select units and hit the S key and those units will remain where they are and not attack unless specifically ordered to do so.
- D:** Disperse. Selected units will immediately scatter and move a short distance from the current mouse-pointer position.
- F:** Fight. Selected units will attack any enemy within visual range, and will hunt what they're best at killing if there's a choice.
- G:** Guard. Selected units will stay near and Guard a building, unit, or area. Select the units, hold the cursor over that that requires guarding, and hit G.

- L:** Load Transport. As part of a series of Waypoint commands for a Transport, clicking the L key will set the most recently clicked destination as a pick up point. The Transport will set down and remain for a short time so that units can be piled in, then it will fly to its next destination point.
- U:** Unload Transport. As part of a series of Waypoint commands for a Transport, clicking the U key will set the most recently clicked destination as the point it will lay down its cargo.
- ALT:** Force Attack. Forces a unit to attack an ally, terrain feature, bridge, etc. See 'Force Attack'.
- SHIFT:** Waypoint/Queue orders. Sets Waypoints. See above.
- SPACE:** Cancel Order. Selected units will stop moving or attacking, selected buildings will forget their Marshalling Points, Selected towers will stop firing.
- T:** Auto Assign Tanker. Sets an idle Tanker off to find an Oil Rig and Power Station and start hauling oil.
- CTRL:** Move while attacking. Holding CTRL and selecting a destination point will make your units alert - they'll defend themselves against attacks, then continue to their destination once they're no longer under direct threat.


Special Order

A few special orders for special units exist, but they're fairly straightforward. For example, the Detonate order for suicide units and the Repair order for the Mobile Constructible Repair vehicle are treated as basic 'targetting' orders. Click on the unit, then click on the unit/building you'd like it to affect.

RESOURCES

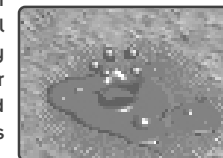
RESOURCE UNITS

Resource Units represent the level of energy you've collected. Everything you make costs Resource Units to build, and some functions (such as Research) cost Resource Units as well. You can see your current level of Resource Units in the Resource Display at the top of your screen.

 How do you acquire Resource Units? Keep readin'...

OIL

Oil (called Earth Blood by the more caring Evolved) is great, and don't you go listening to what those nutritionists say. Oil is also the richest source of Resource Units in the war, and since Resource Units allow you to build up a force, which allows you to wipe out the enemy, which allows you to win the war, which allows you to take over the whole world, you can bet that oil's pretty darned important. You can find out how much oil is in each puddle by holding the cursor over a puddle and looking at its Status Bar.



An oil puddle.

HOW DO I GET OIL AND PROCESS IT?

You might start with a mobile oil rig unit (eg. Mobile Derrick) or you might have to build one. Either way, when you have one, select it, then click the desired oil puddle. The unit will travel to the puddle and set up an oil suckin' building (eg. Drill Rig). You'll need a refinery (eg. Power Station) to process this oil and a means to transport it. Luckily, building a refinery building gives you a free Tanker, which will automatically seek out the Rig and begin transporting oil. When the oil is in your refinery, it'll start to convert into Resource Units, which you can use to build stuff. Quick tip: it's best to have at least two Tankers per refinery/rig combo. Upgrade your vehicle/animal building enough and you'll be able to build more Tankers for this purpose.

BURNING PUDDLES

If an Oil Rig is destroyed, the act of destruction sets the reservoir on fire. This fire will burn away all the oil in that reservoir unless it is stopped! The only way to stop the fire is to construct another Oil Rig on the puddle.

Alternative Energy

Oil ain't the only way to grab Resource Units. Instead of just polluting nature, make it work for you! Two types of alternative energy structures exist for each army, the larger being more efficient than the smaller, and these are available by upgrading your main building (eg. Clanhall) a few times.

Alternative Energy collectors are constructed like any building (although you can only own four of each building type at any one time), and they provide a slow but fairly constant income of Resource Units.



TECH LEVELS

Tech Levels show how advanced your buildings are right now, and hence determine which units they can build, how efficiently they run, or which higher functions they can perform. Tech Levels come in two flavours, Global and Local.

GLOBAL

The Global Tech level is the upper Tech Level limit for the current mission – you cannot upgrade any building beyond this level. As you progress through the missions, your army as a whole learns more about different units and buildings, and this information becomes available to you in the form of a raised upper limit on research. The actual current level of your buildings is their Local Tech Level. Read on...

LOCAL

When you first set up a building, its Tech Level will be zero. This means it can only function at its most basic level. Upgrading the building (by using your Research Lab or equivalent) is possible, up to the maximum set by the Global Tech level. Read even further on...

INCREASING TECH LEVELS

Tech Levels can be increased to the maximum imposed by the Global Tech level. To do this, first build a research building (eg. Technostudy). Now select that research building and click the research cursor on the target building. Research will begin, and when the research bar reaches its end, the building will increase by one Tech Level. Note that research is impossible if another building is currently being researched, if the building has reached its maximum Tech Level, or if no Resource Units are available.



CANCELLING RESEARCH

While a building is being researched, hold the cursor over it. You'll see the 'No Research' cursor. Clicking this cursor on that building will cancel research, but you'll also lose all the resources spent so far in researching that building.

TECH TREES:

WHAT THE UPGRADES CAN DO FOR YOU!

To access some of the cooler units and stuff, you have to upgrade a building or two. To see the full list of the results of upgrading each building, see Appendix B: Effects of Tech Level Increases at the end of this here manual.

VETERAN UNITS

If you leave a unit in the thick of war for long enough, it'll go bananas. But that's not the only cool thing to happen. The unit will also start to learn more about their weapons, and about how to deal with pain a little better. These units are called Veteran Units.

Units begin life quite stoopid, but can reach two levels of veteranism if engaged in enough meaningful combat. Veteran status is represented by a change in the border colour of the unit's Status Bar, blue indicating first level Veteran, red indicating highest level Veteran. The effect of this Veteranism depends on the type of unit. Read on...

















































VETERAN INFANTRY

When infantry reach Veteran Status, they achieve enlightenment. But more relevant to the game, they become more accurate, they shoot faster, they inflict more damage, and, you'll never believe this one, they heal themselves, so long as they're standing still and not fighting! How cool is that?

VETERAN ANIMALS/VEHICLES

The big units, upon achieving Veteran Status, acquire all the benefits of the Veteran Infantry except for one – healing. Let's face it – band aids don't work well on vehicles, and animals just don't have that opposing thumb required to operate them. But these units can use Repair Bays or Healing Tents, so quit your complaining.

SIDEBAR DESCRIPTION

			
			INFANTRY MENU
			VEHICLES/ANIMALS MENU
			CONSTRUCTIBLES MENU
			AIRCRAFT MENU
			BUILDINGS MENU
			TOWERS MENU
			WALLS MENU
			No function
			No function
			No function
			ALLIANCES MENU (MULTIPLAYER ONLY)
			MESSAGES MENU (MULTIPLAYER ONLY)
			RECYCLE
			MINIMAP
			OPTIONS MENUE

see under 'Making Things' below

see 'Multiplayer Gaming' below

See under 'Unmaking Things' below

See under 'Visibility' above

Accesses the In-Game Options Menu

MAKING STUFF

There are pretty much two things you'll want to be building in KKND Krossfire: Units and Buildings. Sure, there are subdivisions, but we'll get to them just after we talk about Maximum Units. Just relax.

Maximum Units

The maximum number of unit and/or buildings for each team is 150. The bar next to your Resource Display meter shows an approximation of your current unit/building numbers.

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When this bar fills, it means that you cannot build anything more at this time, and the cursor will change to the 'No Build' cursor if you try.

You will have to lose some units/buildings (through battle, friendly fire or the Recycle option) if you wish to build more.

Making Buildings

Making buildings is easy, assuming there's no restrictions (which we'll talk about shortly). First up, here's how to make a building. Click on the Building Menu button on the Sidebar. On the resulting pop-out menu, click the button of the desired building, move the cursor to the main map area, and click the ghostly transparent building on a piece of valid ground. Voila! Your building begins constructing itself, resources willing. If you're having trouble building, check the possible reasons below.

BUILDING NUMBERS

You generally have a limit of four for each large building (including Alternative Energy collectors). You are limited to one each of the weapons building (eg. Armoury) and the rese-

arch building (eg. Alchemy Hall). You can build four of each tower (for a total of 16 towers), 20 high tech walls, and well over 100 low-tech walls.

VALID/INVALID GROUND

When you are laying a new building, you'll notice that its ghostly appearance is colour-coded. Here's what those colours mean:

Yellow Bits:

If your ghostly building image is all yellow, then go for it! You're on totally valid ground, and you can build straight away.

Blue Bits:

Blue still means you can build! Don't fear it! Because of the perspective of the graphics, it only looks like something is obstructing you – just drop the building as per usual.

Red Bits:

Red bits on your ghostly building image represent one of three things: an obstruction, an attempt to build too close to an Oil Rig or an attempt to build too far from camp. The obstruction could be a unit (right click to cancel the build, move the unit, then try again) or a landscape feature or other building (build somewhere else). If there's no obstruction and your ghostly



building is still displaying some red, then you may have to move closer to the rest of your camp or further away from an Oil Rig.

NO FUNDS

If you haven't enough funds even to lay your building's foundations, you'll be met with this symbol. When this happens, you'll have to wait until you've got at least one Resource Unit to start the ball rolling, then you can click your building into place.



STARTING A NEW CAMP

At the start of some missions, as well as at a high enough Tech Level, you'll have access to a mobile version of your Outpost/Clan Hall/Barn. This allows you to roll anywhere and set up a camp. To do this, move the mobile unit to a valid area of terrain and hold the cursor over it. If you see the 'Deploy' cursor then you can set up there – click it on the vehicle, and whammo! Your vehicle becomes an Outpost/Clan Hall/Barn and you can make a new camp around it!



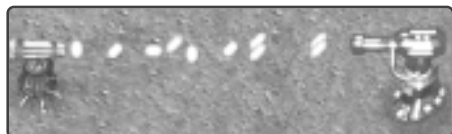
UNMAKING BUILDINGS

Two ways exist to get rid of one of your unwanted buildings. The more fun way is to blow it up using a Force Attack (see under Attacking). The more economical way is to Recycle it. To do the latter, just click on the Recycle button in your sidebar, then click on the unwanted building. The building will start deconstructing itself, and you'll receive 80% of the current value (so you'll get less if you Recycle a damaged building, dig?)



Making Towers

You build towers the same way you build buildings, with two exceptions. First up, you can only have four of each tower type in existence at any one time. Second is that Towers are the only constructions you can build near Oil Rigs, regardless of their distance from the main camp.

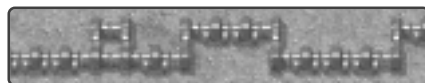


Making Walls

At a high Tech Level, each army becomes capable of building two types of walls, Low Tech Walls and High Tech Walls. Access the walls via the Walls Menu button on the sidebar

• Low Tech Walls

These are your basic enemy-blockers, but they're clever in that they'll link up if the individual pieces are placed adjacent to each other. They also have one other interesting build feature – the 'place wall piece' cursor remains active after you've placed a wall piece, so you can immediately place another. Click the right mouse button to disengage wall building mode.



• High Tech Walls

High Tech Walls are sets of pylons which produce dangerous electric beams if placed near each other in a horizontal or vertical line. These beams will damage enemy units which try to pass through them, but will shut down to allow friendly units through. Setting them up is easy. Place the first pylon as you would any building. Now click the High Tech Wall button to grab another piece. If the ghostly image of the second piece is red, you are too far from camp. If it is blue, then it is in line with another finished pylon piece – building there will create a beam between the two (which is what you want!). A yellow ghostly image means the pylon is too far or not in line with other existing pylons, or it is in-line with an unfinished pylon. You can build a pylon out of range or out of alignment with other pylons, but they won't hook up. You are also limited to 20 High Tech Walls at any one time.



MULTIPLE PRODUCTION BUILDINGS

If you've built more than one production building (Barracks, Machine Shop, etc), then you'll have multiple lists of production buttons. Two ways exist to find which column applies to which building. The first is to scroll to the production building in question, then go into the Production Menu for that building on the sidebar. If you hold the cursor over a button from a column and you notice an information window appear above the building, then you know that the two are connected. The second method is to hold ALT and click a production button to centre the screen on the relevant building.

MAKING DEMONS

This is a feature only available to the Evolved. When your Clan Hall has been upgraded to Tech Level 5, a new building will appear in your Buildings Menu. This building is The Altar of the Scourge, a very scary building indeed. Here's the grisly deed that you must do – grab 5 of your warrior infantry and walk them into the Altar. They'll die. But as a result of their sacrifice, you'll receive one nasty demon critter, the Scourge Demon. And believe, me, that's a decent payoff!

Making Standart Units

To make infantry-types and basic vehicle-types, you first need the relevant building. Once your main building (eg. Outpost) is set up, you'll be able to build your infantry building, the Barracks/Warrior Hall/Microbot Factory for little units and your Machine Shop/Beast Enclosure/Macrobot Factory for the big 'uns (and for aerial units, if you upgrade it). And then it's down to business.

SINGLE UNITS

The process of creating infantry and vehicles/animals is the same. We'll use infantry as the example here. To make an infantry unit, first click on the Infantry button. You'll

get a pop-out menu of available infantry units. Click the one you want, and you'll see its production bar appear and start decreasing. This is the 'time left before your unit pops out a-screamin' into the real world' meter. When it's done, your unit will pop out of the relevant building (in this case, the Barracks).

MULTIPLE UNITS (QUEUED UNITS)

You can queue as many different types of units as you like, all at once. To queue multiple units, just hit the button a number of times. You'll see a number appear next to the meter to show you how many units are queued (these units will produce until they're ready, only pausing to wait for more resources if necessary). You can click 10 times to queue 10 units, or click an extra time to set the button to infinite. This means that units will keep producing, using resources as they come in. An endless supply of killers! Who could ask for more?

Unit Production Button:

Production Meter for current unit –

Number of queued units remaining –



CANCELLING UNIT PRODUCTION:

Right click on the relevant production button to stop production of one unit. Click on it multiple times to stop multiple units from being produced.



Making Constructibles

Constructibles are custom made units, which become available after upgrading your Machine Shop and Armoury (or equivalents) to at least Tech Level 1. You select which bases, turrets and extras you'd like together for your own special units, then assign your selections to their own production



buttons so you can build them like all other units.

CONSTRUCTIBLE BASES

The three, different-sized Constructible Bases are the 'mobile' parts of your Constructible, the foundation for your turrets and extras. The small, medium and huge bases become available by upgrading your Machine Shop (or equivalent) to Tech Levels 1, 3 and 5 respectively. Each base has a different carrying capacity, the small base able to carry 5 points' worth of turrets and extras, the medium 7 and the huge 10. Holding the cursor over the base's button will reveal an info box showing the base's size, Resource Unit cost, and capacity.



CONSTRUCTIBLE TURRETS

Turrets form the top parts of the Constructibles – they give a Constructible its function. Turrets can be offensive (eg. Artillery Turret) and not (eg. Radar Turret). More Turrets become available with each upgrade of your Armoury (or equivalent). For the full list, refer to the Constructibles list below. Each turret takes up a certain amount of space on a base, the larger turrets requiring the larger bases to support them. A Turret's capacity requirement, displayed in an info box, can be seen by holding the cursor over the turret's button.

CONSTRUCTIBLE EXTRAS

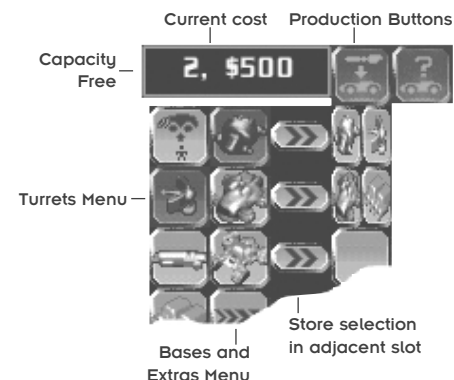
Extras are special abilities, like Speed and Self-Repair, that you can build into a Constructible. To increase the amount of Extras available to your Constructibles, upgrade your Machine Shop (or equivalent). Extras also have a space requirement. For the full list of extras, look under the Constructibles list below.

MAKING A CONSTRUCTIBLE: THE EXAMPLE

To make a Constructible, you pick the base, turret and extras, then store the selection in a Production Button, which then functions like a regular Production Button for a unit. Let's work through an example, shall we? We want to make a radar scout for the Survivor army, with the ability to repair itself (it'll be moving far from the Repair Bay). So let's go!

After upgrading your Machine Shop and Armoury to Tech Level 5, hit the Constructibles menu button. What you'll see at first is a single column of empty buttons (where you'll be storing your creations), headed by the Constructible Components Menu button. Click this top button.

Constructibles Menu:



There are four main things to note here: the Info box at the top of the columns, the leftmost column (Turrets), the second column from the left (Bases and Extras) and the thirdmost column (selection storage buttons).

The Info box displays the capacity space still available on the current Base, as well as a running total of the vehicle's cost. These figures change as you refine your selection. Okay, let's start putting the pieces together. From the second column from the left, select the Medium Base, then click on the Radar turret in the leftmost column. Your Info box now displays that we've used 3 capacity slots, leaving 4 still unused. Now we want Self Repair (the bottom button of the second column). Clicking this brings our remaining capacity down to 2. So, what the heck, let's add the Speed and Armour extras, since we have the space. Our capacity remaining is now zero, so there's not much left to do but store the vehicle into a button, ready for production.

Click on one of the 'arrow' buttons in the thirdmost column, and you'll see a production button appear in the fourth column next to it. All that remains is to produce one of these vehicles! Click on the newly created button and, just like all other vehicles, a production bar appears. When it reaches its end, the new vehicle will pop out of the Machine Shop, ready to start intensive scouting for you. To make more of these units later, you only need click on the production button again, or even queue multiples of them.

The production button shows that the unit is a Medium Base Radar unit, but to find what Extras you've included, hold the mouse cursor over this button. You'll see the vehicles name and cost, and all the contained Extras appear in miniature beside it.



And that covers Constructibles! For a description of the Constructible bases, turrets and extras, see the Constructible list below.

FIXING THINGS (REPAIRS & HEALING)

Sad Fact of War #427: Things get hurt. Luckily, avenues exist to repair those hurt things. Let's get into it.

Repairing Structures

Buildings can only be repaired by the clever infantry unit from each army (Technician/Mekanik/Systech). Create one of these little brainiacs, select them, then click on the damaged building, tower or High Tech Wall (Low Tech walls cannot be repaired). You'll see the Repair icon above the building, which will last until the structure is fully repaired or the units job timer runs out. When the job is done, the worker will not come out and will never work again – you'll have to get another worker to fix the structure next time. Unions – sometimes they just go too far...



Repairing Vehicles/Animals

There are a few ways to get the bigger units repaired. So here goes:

REPAIR BAY

The Repair Bay/Healing Tent/Maintenance Depot is where you send your sick, big units for repairs. For free! To get the healin' a-happnin', click on the sick unit or group, then click on the Repair Bay or equivalent. The units will travel there and queue up to repair. You can set up the 'repair' order as a

Waypoint and send your units back to the front straight after. Good, huh? You can also upgrade your repair building so that it repairs more quickly and efficiently.

MOBILE REPAIR CONSTRUCTIBLE

A Constructible fitted with a Repair Turret can fix big vehicles/animals and aerial units right on the front line! To do so, click the Constructible Repair Unit then click the damaged unit. The Constructible will move to and repair the damaged unit and other damaged units from its army, then itself. Cool!



SELF REPAIR CONSTRUCTIBLE EXTRA

Another Constructible Extra is Self Repair. You load this sucker into a Constructible, and it'll gradually repair itself, so long as it is staying still and not fightin'. Groovy.

REPAIRING AERIAL UNITS

Aerial units can be repaired, but they're just the wrong shape for the Repair Bays. They can therefore only be repaired by mobile repair vehicles (ie. Constructibles with Repair Turrets). See above.

21ST CENTURY UNITS

21st Century Units can pop out of Tech Bunkers. They're from another time, and because no-one knows how they work, no-one knows how to fix them. So look after them if you find them, okay?

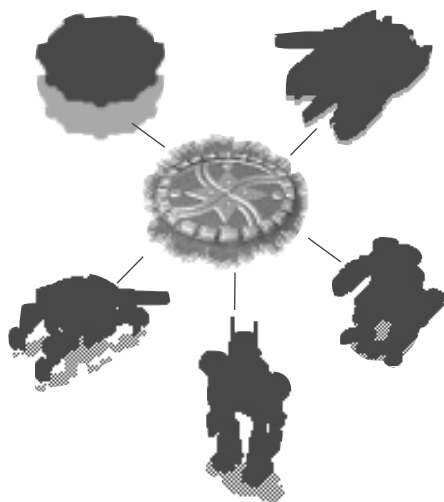
REPAIRING INFANTRY

Infantry can only receive healing if they do it themselves, and this self-healing is only available when they become Veteran Units. See under Veteran Units above for details.

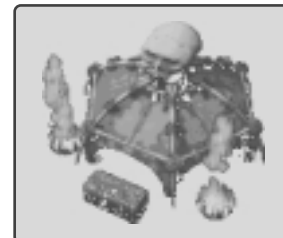
TECH BUNKERS

Before the great nuclear war, scientists invented some really cool weaponry. They tucked them away in Tech Bunkers, huge locked containers, and the plan was that these Bunkers would open if war broke out and the big weapons would storm out and win the war. Well, they screwed up. The locks on the inside of the Bunkers didn't work, so the 21st Century technology has remained locked up for many years.

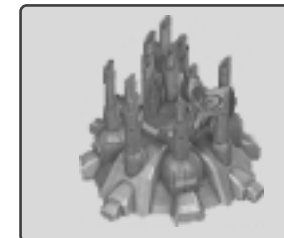
The Tech Bunker Type II were used to hold the larger, cooler weapons. And the locks on these were SO impressive, they required someone with actual mechanical aptitude and brains to open them. So if you come across a Tech Bunker, get a Technician/Mekanik/Systech out there fast, or the enemy may well get the weapon first. And since the weapons ally with whichever army releases them, you'd better hope it's yours...



Outpost



Clan Hall

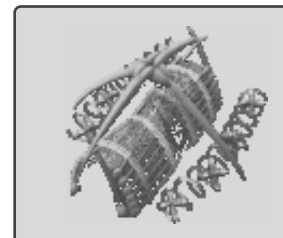


Barn

Your main building. The 'Flag Building'. You need to have one of these before you can build anything else. Upgrades include Minimap, Walls, and Alternative Power Sources.



Barracks



Warrior Hall



Microunit Factory

These are where all your small 'foot' units are born. Upgrades increase your range of foot units, from shooty types to Technician types to Suicide Units.



Machine Shop



Beast Enclosure



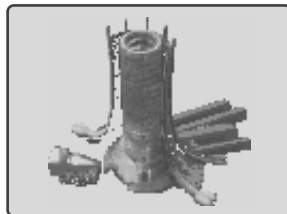
Macrounit Factory

These buildings create your big units. Upgrades provide a greater choice of vehicles, animals or big robots, and also provide access to aerial units. Coupled with an upgrade of the Armoury or equivalent, these buildings also provide more Constructible Base and Constructible Extra options.

BUILDING DESCRIPTIONS



Armoury



Forge

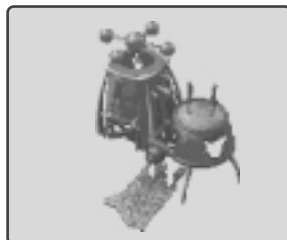


Weapon Control

This is where your weaponry is researched. Upgrades will give you more Constructible Turrets to choose from, and also access to the different Defensive Towers. Each upgrade will also improve the armour of all subsequently-produced units.



Power Station



Power Plant



Power Unit

The best way to increase Resource Units is to suck oil out of the ground and process it one of these buildings. With each Power building, you get a free Tanker to transport oil from the Oil Rigs. Upgrades increase the amount of Resource Units squeezed out of each Tankerload of oil.



Drill Rig



Derrick



Oilbot

These structures suck. They suck oil out of the ground. They usually begin life as a vehicle driven out to the oilfields and erected.

BUILDING DESCRIPTIONS



Solar Collector



Big Pig

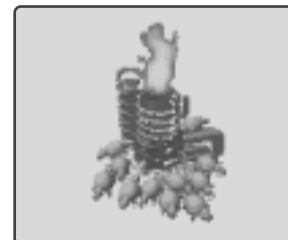


Windmill

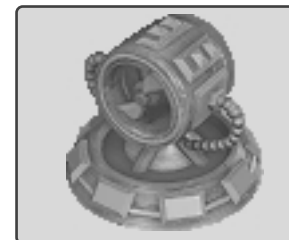
The low-level Alternative Power processors. These provide a small but fairly constant supply of Resource Units using slightly more environmentally sound methods.



Thermal Exchanger



Pig Pen



Wind Turbine

The high-level Alternative Power processors. Same as the low-level ones, only these suck more resources for you over a shorter time.



Repair Bay



Healing Tent



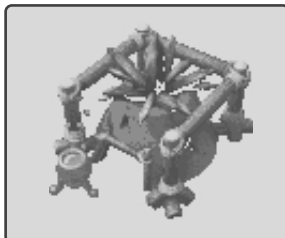
Maintenance Depot

This is where you can send your large units for repairs or healing. Note that aerial units cannot be repaired here – they need to employ a Constructible equipped with a Repair Turret. Note also that 21st Century units (from Tech Bunkers) can't be repaired. Upgrades of these buildings increase the efficiency of the repairs.

BUILDING DESCRIPTIONS



Research Lab

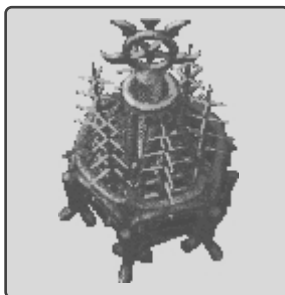


Alchemy Hall



Technostudy

These are the brain houses, the houses of knowledge. They are also the buildings you need for increasing the Tech Levels of other buildings. Upgrading a research building will increase the speed and lower the cost of future upgrades.



Altar of the Scourge

A unique building for the Evolved, appearing only as an option when your Clan Hall is at Tech Level 5. You sacrifice infantry to make demon critters. Scary. Look under 'Making Stuff: Making Demons' for details.

DEFENSIVE STRUCTURES (TOWERS & WALLS)

DESCRIPTION



Sentry Gun



Kneecapper



Distance Seeder

Your basic towers. Better against infantry than other targets.



Cannon Tower



The Worm



Pod Cannon

Launches area of effect projectiles. Better against Vehicles/Animals.



AA Tower



Bazooka Battery



Solar Intensifier

Cannot target ground units at all, but against aerial targets – ay carumba!



Laser Destroyer



Touch of Death



Lightning Generator

Great all-rounders, dishing out much damage. They inflict most damage upon vehicles/animals, though.



Barricade



Skeletal Wall



Boundary Fence

The basic, blocking wall. Stops enemies advancing.



Force Wall



Thunder Fence



Bugzapper

Walls of energy. A deadly energy field is created between the pylons you build. This field will toast enemy units which pass through, but will shut off to allow your own units through unharmed.

INFANTRY DESCRIPTIONS

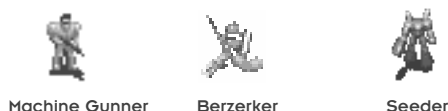
A FEW NOTES ON INFANTRY:

- Infantry are the only units small enough to go through trees. As such, they can access cool areas and even hide in the trees to ambush the enemy. Cool, huh?
- Survivor and Evolved infantry are susceptible to squashing under some of the larger units. Series 9 infantry cannot be squashed!



- Veteran Infantry can heal themselves.
- Series 9 infantry are more expensive but tougher than their human counterparts.
- The statistics are many, the pages are few. Save a tree; check out all the stats in the Unit Editor in the game, accessible from the Main Menu.

INFANTRY DESCRIPTIONS



Machine Gunner Berzerker Seeder

Your basic gunner grunt type. More effective against other infantry than other targets. And cheaper, too!



Grenadier Rioter Pod Launcher

They hurl things that go Boom, with a bit of an area of effect. Best against vehicles and animals, and they hurt aerial units with the same force! Gotta love the kaboom.



Flamer Pyromaniac Weed Killer

Theysquirt stuff that burns. Short range, but decent area of effect. Best against buildings and walls.



Rocketeer Homing Bazookoid Spore Missile

Long range killers. Superb against aerial targets.

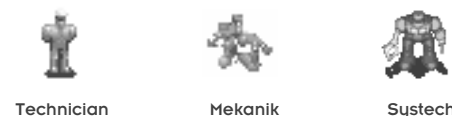
INFANTRY DESCRIPTIONS

INFANTRY DESCRIPTIONS



Laser Trooper Spirit Archer Sterilizer

Nice accuracy over a huge range – fabulous against infantry. They won't know what hit 'em!



Technician Mekanik Systech

These dudes are weaponless, but they're clever. As well as being able to repair buildings, towers and High Tech Walls, they are also the only units who can unlock Tech Bunkers.



Kamikaze Martyr Michaelangelo

Nasty, crazy little units indeed. Send them to attack something and they'll go explode near it – wiping out themselves and just about anything else in the area. Nuts! And they don't break alliances if they attack an ally. They've got their own crazy rules.

VEHICLES/ANIMALS DESCRIPTIONS

A QUICK NOTE ON VEHICLES/ANIMALS:

- Large enough Vehicles/Animals can squish



VEHICLES/ANIMALS

Slow moving, but for a reason – these vehicles carry kit versions of an army's main building. Drive it around, find a good area to set up camp, then click the Deploy cursor on it and watch the wonder unfold.



Mobile Outpost



Mobile Clan Hall



Mobile Barn



Mobile Drill Rig



Mobile Derrick



Mobile Oilbot



Oil Tanker



Bull Ant Tank



Oil Tankeroid

These are the little, busy worker types which transport oil from the rigs to the power buildings for processing. They're unarmed – protect them!



Dirt Bike



Dire Wolf



Patrolbot

Your fastest units. Great for scouting the area. They've only got light weapons, so only get in a fight if you're forced into it.



ATV



Pit Scorpion



Responsebot

Small sized units, as far as the larger units go. Great against infantry.

Evolved and Survivor infantry. Guns too slow? We'll run the little buggers over instead!

VEHICLES/ANIMALS DESCRIPTIONS

VEHICLES/ANIMALS



Hover Buggy



Crinoid



Radiator

Tougher units, whose main advantage is that they're amphibious – so long as they can get to the water's edge, they can float across it.



Anaconda Tank



War Mastodon



Tankbot

The largest of the 'small' units. Bit slow, but good firepower and can shoot everything well.



Barrage Craft



Death Hippo



Doom Dome

Big, mean, turreted units which can move while firing. And on top of all that, they're amphibious! Death from the seas!



The Enforcer



Missile Crab



Caulteriser

Now we're getting silly. Big units which pack a crazy punch, especially against infantry. And they look kinda scary, too.



Juggernaught



Mega Beetle



Grim Reaper

The biggest of the big. Take up lotsa space, but heck – they create lotsa space by blowing the crap out of everything in their way!



Scourge Demon

Nasty demon critter which lives as a result of sacrificed Evolved Warriors (see Making Stuff: Making Demons). Pretty good against just about everything, if a demon can be called good...

CONSTRUCTIBLES DESCRIPTIONS



CONSTRUCTIBLE BASES



Small



Small



Small

Smallest and fastest of the bunch, these bases carry light loads quickly. Carry 5 points of turrets/extras.



Medium



Medium



Medium

More armoured, slightly slower, and they can hold 7 points worth of turrets and extras.



Large



Large



Large

The big kahuna. Holds 10 points of turrets and extras, moves pretty slowly, but in a more protected kinda way.

CONSTRUCTIBLE TURRETS

Not visible

S.APC



S.APC

Not visible

S.APC

Small Armoured Personnel Carriers. They carry up to 5 infantry units or 1 small vehicle/animal. In armoured comfort!



Radar



Radar



Radar

Makes the Constructible a mobile radar, so you can keep an eye on that pesky enemy. See under Visibility for details on how Radar works.



Plasma



Plasma



Plasma

Good, damaging weapon, best against buildings, but pretty good against everything else, too.

CONSTRUCTIBLES DESCRIPTIONS



CONSTRUCTIBLE TURRETS



AntiAircraft



AntiAircraft



AntiAircraft

A weapon that can only target air units, but can move closer to where they are to get 'em.



Repair



Repair



Repair

Creates a kind of Mobile Repair Bay, so big units – including aerial units – can be healed on the go. Will heal themselves, too, if no one else is around to heal.

Not visible

L.APC



L.APC

Not visible

L.APC

Large Armoured Personnel Carriers. Can carry 10 infantry units or 2 small vehicles/animals (or a combination) or 1 large vehicle/animal. Transport craziness!



Stealth

The Stealth Turret creates an aura of Radar Jam around it, so that other friendly units close by are also hidden from enemy radar.



Sonic Boom

Good for creatin' bleedin' ear'oles. Makes a boom designed to shudder small units to death. "Gosh, I'm sure there was some infantry here a second ago..." Sonic Boom affects vehicles a little, but animals moreso (the ears, y'see)



Arrow

Big arrows for big units. A delightful anti-vehicle/anti-animal weapon.

CONSTRUCTIBLES DESCRIPTIONS



CONSTRUCTIBLE TURRETS



Laser

An all-round groovy, damaging turret. But best against vehicles/animals.



Artillery



Artillery



Artillery

Long range weapons, but note that they have a minimum range too – so protect them if the enemy get too close. Artillery only automatically attack real threats (units of Tech Level 3 and higher), and they can only automatically attack if they have reached veteran status.



EMP

Electro Magnetic Pulse. More than a mouthful of words, this turret saps energy out of things quickly. Great against buildings, but pretty darn good against everything else.



Frenzy

The fabled Berzerker Ray. Creates an area of cra-a-aziness around it which makes all its army's units fight better (they dish out more damage, take less damage, get more accurate – you know the drill).



Shield

Increases armour rating and negates a lot of enemy attacks for all its own army members that can fit in its area of effect.



LTA

The Localised Temporal Anomaly. Creates a crazy time warp, sending enemy units a few seconds into the future so you don't have to deal with them all at once. To us boring 'static rate of time' folk, the visual effect is just to make the units disappear and reappear in a few second's time.

CONSTRUCTIBLES DESCRIPTIONS



CONSTRUCTIBLE EXTRAS



Speed



Speed



Speed

Increases the speed of the unit. No surprises here.



Armour



Armour



Armour

Makes for a tougher unit. Boosts its armour rating.



Radar Jam



Radar Jam



Radar Jam

Creates a field of Radar Jam around itself, which prevents the unit showing up on enemy radar, and has nothing to do with fruit-based, sugary preserves.



Destruct



Destruct



Destruct

Packs some mean explosives into your unit, so that when it dies, it explodes in a nasty, damaging, area of effect kinda way. Hey, direct a few into an enemy camp and watch the enemy blow themselves up! Funny!



Self Repair



Self Repair



Self Repair

Self Repair gives the unit the ability to repair itself, so long as it is not moving or attacking.

A NOTE ON AERIAL UNITS:

- Aerial Units, once they've done their job, will return to the point they last touched down. This is so you can automatically set up your

fighters/bombers to fly from camp, do their business, then return to camp. Okay?

- Aerial Units can only be repaired by Constructibles equipped with the Repair Turret. They cannot be repaired by Repair Bays.



Orville Fighter



Pteranodon



AG Responsebot Fighter

Aerial fighters. Target a building or a moving target and the aerial unit will keep doing dead-ly fly-bys, until it or the target is dead. They can also shoot at other aerial units.



Wilbur Bomber



Wasp Bomber



Crop Duster Bomber

Bombers. Not so good against moving units (who run when they hear the skies humming with doom), but great for smacking up camps. These units will release their payloads in several passes, then return to camp to reload.



Airlifter



Floater



Transport Dome

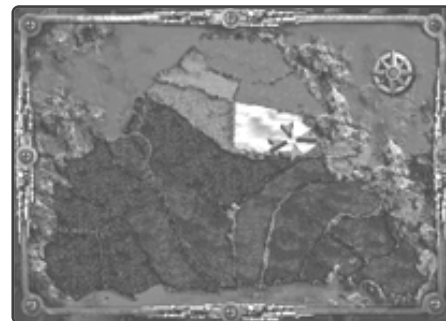
Unnarmed, but these units carry 10 units of cargo, the same breakdown as the Large APC in the Constructibles menu. But they fly your units there! Luxury!

SINGLE PLAYER GAMING

Okay, you've got your caffeinated beverage, you've piled your junk food around your PC, and you're ready to settle in for a night's worth of you versus the computer. Here's how you do it.

First up, on the main screen, hit the Singleplayer Game button. It'll take you to the Campaign Selection screen. Which looks something like this: If there are no saved games, all the slots will be blank. If there are, you can select one of those, or maybe click one and hit the DELETE button to clear it for a new campaign, or just to annoy your little brother who was really close to finishing the whole game before you were. Ahh, spite is what makes the world go round. Anyway, to start a new campaign, click in an empty slot, type a name you'd like for this Campaign, (eg. Roger's Master Plan), then hit ENTER. Bing! You're at the next screen, the Team Selection screen.

Here's where you pick an army. Click the cursor on one of the brightly coloured areas; Survivors are blue, Evolved are red and the Series 9 are yellow). And bada-boom, you're at the Mission Selection screen! Magic!



KKND Krossfire's non-linear game structure means you have some choice as to which missions you want to play and when. Each suc-

cessful mission opens up more mission choices as you fight towards the enemies' home bases to destroy them utterly.

After picking an army, you'll notice that two territories are highlighted. These are your current mission choices. Learn more about an active territory by holding the cursor over it and reading the mission statistics at the bottom of the screen. Hold the cursor over an active territory to find more about that area. Moving your cursor over the highlighted missions will bring up the mission statistics at the bottom of the screen. When you find one you like, click it. You'll be briefed for the mission, then you're into it! More magic!



If you fail your mission, you'll automatically start it again. But if you succeed, you'll get the Debriefing Screen. Here you'll learn your rank, kills (both enemy and friendly), Resources gathered and the time taken to complete that mission. You can compare your time with the Par Time, which is how long some other twerp took to complete the same mission. See if you can beat the Twerp!

And if you complete a mission and want to play it again, it'll still be selectable from the Mission Selection screen, only a different colour. So there.

And that pretty much wraps it up for Singleplayer Gaming.

MULTIPLAYER GAMING

Multiplayer gaming is where you link up to a friend or 7 and spend the next few hours trying to ruin your friendships. Betrayal, Murder, Backstabbing – they're all signs of a healthy friendship, right? KKND Krossfire supports 2 players over Modem and Serial connections, and up to 8 players (human and/or CPU) on TCP/IP, IPX and SOLO PLAY.

From the Main Screen, click the Multiplayer Game button. You'll wind up in the Name and Game screen. First things first, click on the box next to "Name" and type in a name you want to use. Then hit ENTER.

Now click on the button next to the type of multiplayer game you'll be playing. TCP/IP is for Internet play, IPX is a local area network. Modem is for over the phone, Serial is for pretending you're over the phone and you just hook two computers up together with a Null Modem cable. And Solo Play is for when you want to play a multiplayer game against the CPU – where you are the only human player (great for practising).

When you've clicked on a Game Type (see below), decide if you're gonna Host the game or Join someone else's game. Hosting means you get to make most decisions. And joining? Heck – it means that you're saying to your friend "Decide what you like, pal, I'm still gonna kick yer butt." Hosts can go check out the Host Screen section below. Joiners can move on over to the Client Screen.

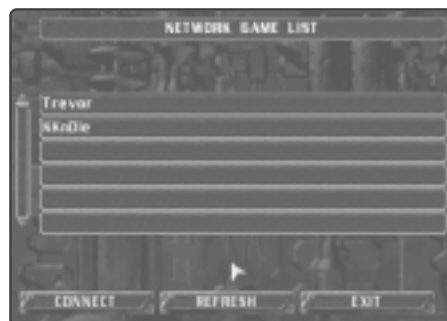
TCP/IP: The Internet Game

With your internet connection active, hit the TCP/IP button, then Host or Join, depending on your preference. The Host button takes you to the Host screen. See below. The Join screen asks you first for the TCP/IP

address of the server computer. Insert this info, click okay, then you'll be at the Client screen. See below.

IPX: Network War

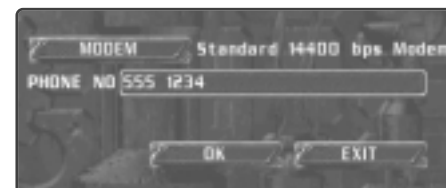
The perfect office weapon. After selecting IPX, 'Host' will take you to the Host screen, whereas 'Join' will take you via the Network Games List screen before you arrive at the Client Screen. <graphic: screen of Network Game List> The Network Game List screen, will show you what games (if any) are currently waiting for players. Click the one you want, then hit the 'Continue' button. If you can't see the one you want, hit 'Refresh'. This will make the system check again to see if any new games have come on-line since it last looked. Selecting a game will shunt you off to the Client Screen (see below).



Network Games List screen.

MODEM: Dial Them for Murder

A Modem game takes place down a phone line to another player. To host a game, click the Modem button, then host. You'll be asked to select a modem speed from the list, then hit OK and toddle off to the Host Screen. See below. Hitting Modem, then Join, will send you, the Client, to the Modem Info screen, where you select modem speed and insert your friend's phone number, then hit OK. <graphic: the Modem info screen> You'll be shuttles off to the Client Screen. See below.



Modem Info Screen.

SERIAL: Close enough to punch

Just like a modem game, only without the phone bills. Serial Gaming means hooking two computers up with a Null Modem Cable. Whether you pick Host or Join, you'll end up at the same screen: <graphic: Serial Screen (Com port, Baud Rate)>. You'll want to set the Baud Rate to the highest number your computers can handle. Start at the highest number, and if you have problems later, go back and lower the number. Problems could be the result of older serial hardware, extra long cables, lotsa stuff. And make sure you both use the same Baud Rate, or the game won't start! Go off to your respective section, Host Screen or Client Screen below.



Serial Info Screen.

SOLO PLAY: You and the CPU

This option is great for practising, or just for having the thrill of walloping a bunch of smarmy, know-it-all computer players. You can only host a game like this, and when you're at the Host screen, you have to select at least one CPU player before you can start the game. So go check out the Host Screen section below!

Host Screen

The Host Screen is where nearly all the decisions are made for the upcoming Multiplayer Game. The host picks an army, a colour and an alliance, just like everyone else, but also picks the map, the resource and Tech levels, CPU players and lots of other stuff. Here is that other stuff:

THE PLAYERS WINDOW

This occupies the top half of the Host and Client screens. It displays information on all the players of this game and allows the Host to add and configure CPU players. Here's the deal. Reading from left to right, you've got a button which shows if the player is human or CPU, then you've got the player's Alliance number. The army symbol follows this, followed by the player's colour, then the player's name. The space next to this is where chat messages appear.

CPU PLAYERS AND LOCKOUTS

As Host, you can create CPU players to spice up the action. Do this by clicking on an empty button on the far left of the Players Window. Repeatedly clicking this same button will cycle through the different armies for that CPU player, the final option being actually to lock out all players from that slot. This is useful if you really only want, say, four players in a network game. You can lock out the other four slots so no unwanted armies can barge in and ruin your war. Note that alliances with

CPU players are possible from this screen by repeatedly clicking the CPU's Alliance Number button until it matches the number of the desired player.

CHATTING DURING SETUP

Pre-game chats take place via the little Chat box. To chat to other players, click the cursor in the box, type your message, then hit ENTER. Your message will appear in the Players Window, and all other players will be able to read it and respond. Chatting in-game is covered in Chatting, below.

THE OPTIONS:

Team: Pick an army, any army. If you don't know the icons yet, the blue fist represents Survivors, the Red head is the Evolved and the yellow and red logo is the Series 9.

Colour: Pick a colour for your army from the available colours.

Ally: Pick an alliance number. Picking the same number as another player (you can see their numbers in the Players Window above) will create an immediate alliance with that player.

RUs: Sets the amount of Resources with which everyone begins. Clicking repeatedly cycles through the available starting amounts.

CPU Diff: You got CPU players fighting in this war? Set their aggressiveness here.

Max Tech: Sets the maximum Tech Level possible (Global Tech Level) for everyone in the game.

Bunkers: Tech Bunkers will exist if this is set to 'on'. This will allow a random element into the game – where's the Tech Bunker going to be, who's going to find it first, and what's it gonna contain? Could unbalance the war. But it could be in your favour! Note that in multi-

player games, the Tech Bunkers will remain locked to all units until a set time has elapsed. Find 'em. Guard 'em. Hoard 'em.

Unit Stats: This shows which library of unit statistics the game will use. If you have created your own library through the Unit Editor (from the Main Menu), then you will have the option of using standard 'Units' or your own. The button cycles through all available unit libraries.

Oil Avail.: The number of Oil Puddles will be the same regardless of this setting, but they will contain an amount dependant on your choice here, ranging from Scarce to Infinite. Lotsa oil means a bigger war, less oil means a more skillful one.

Fog: Choose the level of Fog and Shroud you want in the game (see under Visibility above to find out more about Fog and Shroud).

Victory: Two settings exist here. A Death Match will not end until only one army remains. Ally Win will finish when only one allied group (or one army) remains.

Map: Pick the map where you want your war to take place.

Map Display: If you turn this on, you'll see a miniaturised version of the map where you're about to fight. You'll also see where all the other armies will be, and you can scroll around this using the cursor keys. If you prefer this left to chance and mystery, then leave the map off. Note: If you see the map, all the players see the map, so don't think of being sneaky, awright? At least not yet...

Start Pos: Starting Position. Toggles between Random and Group. Random will set up your armies all over the map. Group will set up allies close to each other, and you'll be able to see the starting positions on the little map. Note: Changing alliance numbers will affect positioning of your armies on the map!

CLIENT SCREEN

The Client Screen is identical to the Host screen (above), but you only have control over a few things. You can pick your Team, your team's Colour and your Ally number, and you can use the Chat feature (see Chatting above). As a Client, you wait for the Host to begin the game, then play it as per usual. Okay?

PLAYING THE MULTIPLAYER GAME

And once you've got it all happening, then it's just a matter of building up your army and blowing everyone else to pieces. Unless, of course, you're allies. And there's really nothing stopping you from blowing them to pieces, either. Remember... the Geneva Convention blew up along with Geneva over 100 years ago in the Great Nuclear War. Yeah.

Alliances

You want to exercise your right as a bully? Well, gang up on someone in a war – it's great! Forming an alliance is easy, and the results can be a real LAFF! Two ways exist to ally:

FORMING ALLIANCES, PRE-GAME

Before the Multiplayer Game starts, you can click on your ALLY button. Keep hitting it until the number beside that button matches the number of your soon-to-be ally in the window above. Matching numbers mean alliances! Note that this is the only place the CPU will agree to be your friend. Break an alliance mid-game and try reforming the link and you'll be wearing your blood-soaked white flag to your funeral. Dig?

FORMING ALLIANCES, MID-GAME

You can ally (and break an alliance – more on that soon!) during a game by clicking on the Alliance button (or pressing the A key). A number of buttons pop out, each representing one of the other players and showing

their army. If you're wanting to ally with your friend, an Evolved, then hold the cursor over the Evolved buttons until you find the one with your friend's name and colour. The little face will look happy if you're allied or angry if you're not. And clicking on that button will reverse the current status. So there. If you ally with someone, they will receive an info window letting them know that you're waving the selective white flag. Note that they don't automatically ally with you, that's their choice!

BREAKING ALLIANCES

There's nothing quite as fun as imagining the expression of betrayal on your friend's face when you start laying into the units that, up until a second ago, were happy little allies, and the tiny message '<player> has broken alliance' pops up! There are two ways to break alliances, the nice way and the nasty way. With the nice way, you click the Alliance button, find your allied friend's button, and click it. No blood spilled. Yet. The nasty way is more fun – you just storm in and start shooting up the unsuspecting army. You'll need to use a Force Attack (select your units, hold ALT, then click on the targets), but once the alliance is broken, you can just attack in the regular ol' way. One cool thing to note, though – Suicide Units (Kamikaze/Martyr/Michaelangelo) operate under their own laws. You can make them Force Attack an ally, and the Alliance won't be broken! Sneaky or what?

The End Of Multiplayer Game

Depending on the Host's choice of Victory Conditions in the Host Screen, the game will end, (for you at least) if you or your allied collective win or if your whole army is wiped out. If you win, then you'll go to the Debriefing Screen, which gives you a ranking and details of the game. If you die, then the game ain't necessarily over! If at least two other armies are still alive, then you'll become a bit of a

ghost. The Fog and Shroud will clear, and you'll be able to scroll around the map and watch how the war finishes. Watching it to the end or getting annoyed and pressing ESC will take you to the Debriefing Screen mentioned above.

Chatting

Chatting during setup is covered under Host Screen above. Chatting during the game is covered... here. If you want to chat to another player, hit the Messages button or hit the M key. You'll be presented with a few buttons:



Speak to allies only



Clear all selections



Speak to everyone



Speak only to the same army types



Select specific players

You'll see a little messaging box with a cursor in it. Type your message and hit Enter to send it. To turn messaging off, hit the Messaging Button again or hit the M key.

THE UNIT EDITOR

Not happy with the stats of your favourite units? Want to make a little superhero out of a Machine Gunner? Want to give a MegaBeetle the strength of a regular 'squish it with a boot' type of beetle? Well, the Unit Editor may just be for you.

With the Unit Editor, you can adjust all the statistics of all the buildings and units in the multiplayer game, then store all that information in your own custom library file which you can call up at a later stage. Cool or what? Here's how you work it.

From the Main Menu, click the Unit Editor button. You'll be asked to input a name for your new unit attribute table, so it can be saved and called up and edited and resaved and all that good stuff later on. If you've already been working on one, you can just click on it and hit okay. You'll be thrown head-first into this screen:



The Unit Editor.

From here, just slide the sliders against all the attributes to where you want 'em. Hell, experiment a little! The options are pretty much self-explanatory, dealing with speeds and damage versus certain unit types, the time it takes to build a unit and how far it can 'see' into the Fog or Shroud. So go to it! Tweak some Freaks!

APPENDICES

Appendix A

COMMANDS & SHORTCUTS (IN FULL) GENERAL

ALT+ENTER: Toggles between Full Screen and Window View.

ESC: Calls up in-game options screen

?: (Technically, it's the / key). Activates unit information label for the next unit or building the cursor hovers over.

S: Stand Ground. Select units and hit the S key and those units will remain where they are and not attack unless specifically ordered to do so.

D: Disperse. Selected units will immediately scatter and move a short distance from the current mouse-pointer position.

F: Fight. Selected units will attack any enemy within visual range, and will hunt what they're best at killing if there's a choice.

G: Guard. Selected units will stay near and Guard a building, unit, or area. Select the units, hold the cursor over that that requires guarding, and hit G.

L: Load Transport. As part of a series of Waypoint commands for a Transport, clicking the L key will set the most recently clicked destination as a pick up point. The Transport will set down and remain for a short time so that units can be piled in, then it will fly to its next destination point.

U: Unload Transport. As part of a series of Waypoint commands for a Trans-

port, clicking the U key will set the most recently clicked destination as the point it will lay down its cargo.

ALT: Force Attack. Forces a unit to attack an ally, terrain feature, bridge, etc. See 'Force Attack'.

SHIFT: Waypoint/Queue orders. Sets Waypoints. See above.

SPACE: Cancel Order. Selected units will stop moving or attacking, selected buildings will forget their Marshalling Points, Selected towers will stop firing.

T: Auto Assign Tanker. Sets an idle Tanker off to find an Oil Rig and Power Station and start hauling oil.

CTRL: Move while attacking. Holding CTRL and selecting a destination point will make your units alert – they'll defend themselves against attacks, then continue to their destination once they're no longer under direct threat.

GROUP SELECTION

CTRL + [0-9]: Stores selected units/buildings for quick retrieval. The number key becomes a shortcut to selecting that group of units/buildings.

[0-9]: Restore group selection. (Stored group will be selected)

ALT + [0-9]: Restore group and centre screen on group

<: Next Group (technically .)

>: Previous (technically .)

BACKSPACE: Last Selected Group

ALT + >: Recall and centre screen on next stored group

CTRL + DRAG SELECT: Overrides Smart Select (if active), so Tankers, buildings and Technicians will be included in that particular drag select.

MAP AND SCROLLING

RIGHT MOUSE: Fast scroll. Hold the Right Mouse Button and drag.

⌨ ^ a _: Scroll the view

HOME: Centre view on your main building (eg. Outpost). To view your other main buildings (if any), repeatedly click the HOME key.

CTRL + [F5 – F8]: Store (Bookmark) screen position. (See under 'Visibility')

F5 – F8: Recall stored screen position. (Also see under 'Visibility')

IN-GAME MENU KEYS

ESC: (While In-Game menu is displayed) Return to Game.

F1: Help

F2: Briefing

F3: Load Game

F4: Save Game

+/-: Increases/Decreases Game Speed. (Technically, it's the - and = keys).

SIDEBAR KEYS

I: Infantry Menu

V: Vehicle Menu

P: Aerial Unit (Planes) Menu

W: Walls Menu

T: Towers Menu

C: Constructibles Menu

A: Alliances

M: Multiplayer message. See under 'Multiplayer Gaming' for details.

R: Recycle

TAB: Open/Close Minimap

~: Toggles Minimap between top left and bottom left corners.

TIMER BUTTONS PRODUCTION BUTTONS

LEFT MOUSE: Increase Queue Counter by one

RIGHT MOUSE:
Decrease Queue Counter by one

CTRL+LEFT MOUSE:
Set Queue Counter to infinite

CTRL+RIGHT MOUSE:
Cancel Queued Production

ALT+LEFT MOUSE:
Centre on Unit's Production Building

Appendix B

EFFECTS OF TECH LEVEL INCREASES UPGRADING OUTPOST/CLAN HALL/BARN

1. First level Minimap; Build Repair Bay
2. Second level Minimap; Build LoTech Wall
3. Radar around main building; Build first level Alternative Power collectors
4. Build HiTech Wall
5. Build second level Alternative Power collectors

UPGRADING BARRACKS/WARRIOR HALL/MICROUNIT FACTORY

Each upgrade of this structure increases the choice of infantry units.

Upgrading Armoury/FORGE/weapon control
Upgrading this structure increases the choice of Turrets available for Constructible Vehicles (Constructibles are only available if the Machine Shop or equivalent is also upgraded to at least Tech Level 1)

1. Build Tower level 1; Increases armour rating on all new units
2. Build Tower level 2; Increases armour rating on all new units
3. Build Tower level 3; Increases armour rating on all new units
4. Build Tower level 4; Increases armour rating on all new units
5. More Turrets for Constructibles; Increases armour rating on all new units

UPGRADING MACHINE SHOP/BEAST ENCLOSURE/MACROUNIT FACTORY

Each upgrade of this structure increases the choice of vehicles/animals; increases the choice of Constructible Bases and Extras. (Constructibles are only available if the Armoury or equivalent is also upgraded to at least Tech Level 1)

1. Additional vehicles;
2. Additional vehicles, including Oil Tanker
3. Additional vehicles;
4. Additional vehicles; Make Aerial Transport
5. Additional vehicles, including Mobile Outpost or equivalent; Make Aerial Fighter and Aerial Bomber.

UPGRADING RESEARCH LAB/ALCHEMY HALL/TECHNOSTUDY

Each upgrade on this building will result in future upgrades to any building being completed in a progressively shorter time and at a cheaper rate.

UPGRADING POWER STATION/POWER STATION/POWER STATION

Each upgrade on this building will make increase the Resources refined from each Tankerload.

UPGRADING REPAIR BAY/HEALING TENT/MAINTENANCE DEPOT

Each upgrade on this building will increase its efficiency. It will repair/heat more quickly.

TROUBLESHOOTING

KKND Krossfire is a Windows-native program, so you should have few serious troubles. Make sure you have the minimum specifications for the game (as listed on the box), make sure you have shut down all other Windows programs before running KKND Krossfire, and make sure everything (speakers, mouse, etc) is correctly connected. If that all checks out and you still have problems, read on before contacting our Support line (listed later).

Memory Problems

Virtual Memory is a part of the Windows system which uses hard drive space as pretend RAM. If there isn't enough room for Virtual Memory to stretch, then KKND Krossfire could slow or crash. Find your Virtual Memory settings (for Win95 users, this will appear under ControlPanel\System\SystemProperties\Performance\Virtual Memory), then read on.

- If the top choice is highlighted (ie. Windows looks after your Virtual Memory), then you'll need to ensure that you have 30Meg of hard drive space free at all times for Windows to use. You may have to delete some of your unnecessary files or empty your Recycle bin to make some room.
- If the bottom choice is highlighted (ie. You have chosen to set aside an exact amount of hard drive space, unusable by any other program), then you just have to make sure that this file is at least 30Meg in size, altering the number in this box if necessary.

DirectxSituations

KDirectX to display graphics and play sound. You need DirectX Version 5.0 or higher for KKND Krossfire to function, and it is this version which is installed at your discretion during KKND Krossfire's install procedure. Here's a couple of possible problems:

- If KKND Krossfire shuts down immediately upon booting up, it could mean your DirectX files have not been properly installed or no longer exist on the drive. The solution is to run the install program of KKND Krossfire again, being sure to say 'Yes' to installing DirectX 5.0 on your hard drive.
- If DirectX appears to be correctly installed and the game still won't run, then you may need updates of your other device drivers (display, etc). Contact your vendor or the manufacturer's Web Page.

Sound

Almost all modern sound cards are digital, which is a good thing, because KKND Krossfire requires a digital soundcard to operate. Some cards, such as the original Adlib sound card, are non-digital and will need to be upgraded to bring the system into line with the minimum requirements as specified on the box.

Technical Support

If you have any problems running or playing this game, please contact us by fax, email, or telephone. The lines are open from 10.00 am to 7.00 pm every weekday (except bank holidays) and from 10.00 am to 2.00 pm on Saturdays.

The fax and email are available 24 hours a day.

t: 0161 827 8060
t: 0161 827 8061
f: 0161 827 8091
e: helpline@infogrames.co.uk

Alternatively, many questions can be answered by visiting our web site.

<http://www.infogrames.fr>

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